



THE LUCKY DIME CAPER  
*STARRING* **DONALD DUCK**

SEGA

## Starting Up

1. Set up your Sega Master System or Master System II as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the Power Base.
3. Turn the power switch ON. In a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

**Important:** Always make sure that the power switch is turned OFF when inserting or removing your Cartridge.

**Note:** This game is for one player only.

- 1. Sega Cartridge
- 2. Control Pad 1



## The Search is On!

Get ready for the scariest adventure ever! Oh, but first, find out how it all began in Uncle Scrooge's grand library.

Musy Dewey: "Lousie, I have a special present for each of you. It's a Lucky Dime!" (as if even tell you that I started with only a dime, my Lucky Dime!" Look how wealthy I am now!" boasts Uncle Scrooge as he hands Musy, Dewey, and Louie their presents.

Only one cannot help but get rich fast: a sinister crows' Denzel, as he looks over.

The adventure turns to Denzel and nephew, then, you see, the end of such your time brings you will depend on how hard you work! Understand?

Meanwhile, a dark shadow appears in the corner of the library's window.

A few hours pass. It's time for Denzel and his nephews to see goodbye to Uncle Scrooge.



Then, suddenly, three rivers descend! join Musy Dewey and Louie, along with their Lucky Dimes, and disappear into thin air.

While Denzel and Uncle Scrooge freeze in their seats, overwhelmed by what has taken place in front of their eyes, a dark figure descends and snatches the Lucky Dime from Uncle Scrooge! It's Magoo! (a Spoil the evil scoundrel!

"Hee, hee, hee!" shrills Magoo. "Scrooge's Lucky Dime are mine, at last! I'll use them to become fifty times richer than you, Scrooge!" Then, one vanishes.

What's going to happen next? Somebody has to save Musy, Dewey, and Louie and return the four Lucky Dimes! Who else is there, but Denzel?! Uncle Scrooge is warned to death — about the boys and his dime — he's even promising Denzel a reward for their safe return.



Note: this is where you name or join Donald and search for the captured nephews and the Lucky Dimes. For an useful gauges and items along the way as you learn interesting battles in go treacherous lands. Then enter Mayday's haunted castle where you'll camp (go to face with the god himself himself) She has the last dime — (press Storage 3 and Number One. Only Donald and you can win it back) Good luck!

## Take Control!

To help Donald get back the Lucky Dimes and search for three nephews, learn how to use the Control Pad before you start playing.

### 1 Directional Button (D-Button)

- Press up or down to make the arrow from one selection to another on the Stage Select screen.
- Press left or right to move Donald.
- Press up to get Donald through a door.
- Press down to make Donald "dunk."



### 2 Button 1

- At the Store screens, press to stop at the Stage Select screen.
- At the Title screen, press to see the Stage Select screen.
- Press to continue from the Stage Select screen.
- Press to make Donald swing a Hammer. If there's a break in the map, either press it you press Button 1 while holding the D-Button up, Donald will throw the Hammer up.

### 3 Button 2

- At the Store screens, press to stop at the Stage Select screen.
- At the Title screen, press to see the Stage Select screen.
- Press to continue from the Stage Select screen.
- Press to make Donald undo. (Donald can undo battles by jumping on them, too.)
- Press to make Donald bring up a map.
- Press repeatedly to keep Donald silent.

### Pause Button at the Power Base

- Press to pause the game during play, and then press again to continue.

## Getting Started

Reset the video system to find out how Mayday the Lord from the Lucky Dimes and captured Mayday Dimes and what you press Button 1 and 2 to stop the nephews. At the Title screen, press Button 1 or 2 again to see the Stage Select screen.

The Stage Select screen is a map that shows Donald and you where the captured nephews and the Lucky Dimes are. (The map for the stolen Lucky Dimes can't appear until Donald releases all three of his nephews.) Press the D-Button up or down to move the arrow to where you want to go. Then press Button 1 or 2.



- Before you begin each stage, the Stage screen appears. The screen shows you the following information:

Stage Number

The number of players left

Your score

- When you clear a stage, the Stage Clear screen appears. The screen shows you the following information:

Stage Number

Time Bonus (if you earned one)

Your score



## Donald! Hurry!

Donald must rescue the nephews and restore the four Lucky Shells. But there isn't a lot of time. Keep your eye on the Time Bar at the bottom of the screen. When it's blue, Donald's doing OK. But when it turns yellow, Donald must hurry because soon it will turn red — and that means danger!

Time Bar



## End of Game and Continue Game

If Donald is left alone, runs out of time or falls to the bottom of the screen, you lose one player. When you lose all three players, the "Continue?" screen appears. If you wish to continue, press Button 1 or 2. You can play the same stage at a different level and the game; press the 2-Button to move the arrow to No and press Button 1 or 2. The Game Over screen appears.



## Donald's Items

Items appear when Donald destroys certain bottles. He can get items by running over them or jumping up them.

- 1. **Thunder Shield** These also hold coins. Break them open!
- 2. **Hammer** Donald starts his quest with this device.
- 3. **Prober** Donald can throw it and attack bottles from a distance.
- 4. **Key** These open locked doors.
- 5. **Blow** Grab these to make Donald swing his Hammer or throw his Prober faster. Picking up five of these makes him temporarily invincible. (The diamond shapes that appear on the top left corner of the screen show you how many Blows you have.)



Small Coins (Yellow) These add 500 points to your score.

- 6. **Large Coin (Blue)** These add 1,000 points to your score.

## Donald's Dangerous Adventures

To win his nightmare and rescue the Lucky Ducks, Donald journeys through an chilling maze, in the final stage, Donald confronts wicked Magoo (a Toad in his creepy castle).

### 1. The Southern Woods

venture into the wilderness where mysterious traps and spiders await. Keep in mind that busy beetles are mean and bugging bees sting. The skeletons are slippery, so watch your step!



### 1 The Great American Road

Careful! Help across quaking waters — and take step and you're toast for the snapping-add fish traps on green turtles and gulls on stilts! Get ready for a real and wild trip!

### The Andes Mountains

Clubhouse shampoos and enchanted sea with star sea — these towering mountains are threatening! Facing down the steep slopes will leave you breathless. The air is thin but you'll get it out!



### 2 The Tropical Isles

Brave island fishermen and sailors that open both red-hot flames in the dark, gloomy cave. Watch for the both of the and flying bats. Be sure to watch when crossing peaks of the. Suddenly there — if you the you're lost!



### The Pyramids

More shadowy both and deadly weapons great you in the dry desert. Hand jumping to escape the shadowy land traps. In the pyramid, about mountains come down and thousands of miles long! The desert is a lot of business!

### The South Pole

But you're caught in a heavy mountain! Get on your feet and take the road on mountains. The mountain in the freezing water won't be friendly as they melt! If you follow the chilling steps, you're bound for Mayan's castle!

### Mayan's Castle

Exploring in the dark and rocky pathways. Spooky mazes and haunted paths. They're all out to get you! But you must go on Mayan's chamber — it's a step away!





## Time-Hunting Hints

- Look for one of the efficient weapons: you will be useful to you to defeat them.
- Don't get lost: learn high places for jumping off buildings.
- Don't get lost: use the Hammer or the Pickaxe while searching.
- Remember: when you see the power, you also see the Keys or Items you have collected.
- Don't waste any time: if you break a flag, you break it.

## Handling The Cartridge

The Cartridge is intended exclusively for the Sega System.

### For Proper Usage

- Do not immerse in water
- Do not bend
- Do not subject to an external impact
- Do not expose to direct sunlight
- Do not damage or deform
- Do not place near any high temperature source
- Do not expose to higher humidity, etc.
- After use, dry completely before using
- After it becomes dirty, carefully wipe it with a soft cloth dipped in water
- After use, put it in its case
- Be sure to take an occasional break during extended play

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2



3



4



5



6



7



# SCORE BOOK

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